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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [PsychoArmy](#) on Sat, 09 Aug 2003 12:26:31 GMT

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Ive spent a fair amount of time on this, here are screens of the beta attack dogs for ww2 warpath.

The attack dogs are AI only, but you have to be a fast shot or else youll be ripped up fast!

Pictures below.

Me as a attack dog.(shows the running aniamtions)

Me being attacked by a dog.(shows one of the attack aniamtions)

Just think alot of you thought it wasnt posable.

LA

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [maytridy](#) on Sat, 09 Aug 2003 12:39:05 GMT

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Holy shit! Sweet!

And Ren Alert didn't even think it was possible.....LOL.

Can we see a video?!

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [PsychoArmy](#) on Sat, 09 Aug 2003 12:43:44 GMT

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unlikely with my connection

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [maytridy](#) on Sat, 09 Aug 2003 12:44:49 GMT

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Damn.....Maybe when you finish, someone in WWI: Warpath can make a preview video.

Nice work!

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Infinint](#) on Sat, 09 Aug 2003 13:23:04 GMT  
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way cool  
hey will it work like you buy an attack dog and they go hunt down the enemy or they randomly spawn at the kennel?

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Infinint](#) on Sat, 09 Aug 2003 13:25:21 GMT  
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you know what would be really cool for Ren ALert is a few missions from Red Alert Aftermath like the Absolut MADness one and the other spy missions

even cooler: the ant missions

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [PsychoArmy](#) on Sat, 09 Aug 2003 13:50:06 GMT  
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uh y did u just mention that here lol, i have nothing to do with ren alert

uhm well be using some fancy way to use the dogs, not just have the dogs working will be the end.

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [General Havoc](#) on Sat, 09 Aug 2003 14:05:00 GMT  
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From the Ren Alert FAQ:

Q: Where are the dogs?

A: There will be no dogs, period. Although we too would like to play as a dog, it is impossible with the Renegade game engine, so please stop asking about it.

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [PsychoArmy](#) on Sat, 09 Aug 2003 14:46:13 GMT  
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yeh i remember ack saying that.  
maybe ack isnt much better than me like he thinks, there lots of other stuff i can do too but none

---

said... TOP SECRET!

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Infinint](#) on Sat, 09 Aug 2003 14:54:05 GMT

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lol i was just thinking about that  
that proved em wrong

---

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Renx](#) on Sat, 09 Aug 2003 15:01:43 GMT

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I've heard alot of things about dogs in renegade and I have a few question about yours.

This is classified as an infantry right?(i know thats a dumb question, but sumone acually suggested making the dog a vehicle).

Are the leg movements animated?

How does it's attack work? what type of weapon is it?

Do they bark?(lol, just want to know)

What is there purpose in your mod? Will they be able to detect spies(if there is spies in your mod, i havent really looked into your mod yet.)

---

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Laser2150](#) on Sat, 09 Aug 2003 16:09:44 GMT

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Good Job Man! I think he said you can't be it and that it was AI.

still cool man. no one thought it was possiable![/quote]

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Jaspah](#) on Sat, 09 Aug 2003 16:14:25 GMT

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Very cool.

You even proved the RenAlert team wrong.

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Maybe they could make some attack dogs Spawn in a kennel if they actually cared.

---

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Wild1](#) on Sat, 09 Aug 2003 16:47:28 GMT

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The Ren Alert team is going to be so pissed when they see that.

These guys would be interesting sniping targets.

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [forsaken](#) on Sat, 09 Aug 2003 16:58:58 GMT

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i'm pretty sure it is classified as an infantry, and if you look more closely at the first dog pic it says this "Me as a attack dog.(shows the running aniamtions) "

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [PsychoArmy](#) on Sat, 09 Aug 2003 17:01:19 GMT

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RenxI've heard alot of things about dogs in renegade and I have a few question about yours.

This is classified as an infantry right?(i know thats a dumb question, but sumone acually suggested making the dog a vehicle).

Are the leg movements animated?

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Do they bark?(lol, just want to know)

What is there purpose in your mod? Will they be able to detect spies(if there is spies in your mod, i havent really looked into your mod yet.)

Yes its infantry, i made new chracter skeleton and aniamtions which means it does have moving aniamtions, not all the aniamtions have been done yet. It will be fully aniamted like a character when its done.

Its a melee type weapon. like the mutants use, close range invisable weapon that triggers an the dog to do its attack animation.

At the moment we have a few sounds for it so yes its does bark.

Its for ww2 warpath, i think they will just be killnig people in the mod

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [forsaken](#) on Sat, 09 Aug 2003 17:04:11 GMT

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---

cool thing about being a dog in some maps is you might be able to go some places that regular infantry can't go, also good camo to blend with the maps, though i sometimes wouldn't like that dog to bark since it could give away your position if your trying to sneak up behind someone

---

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [OrcaPilot26](#) on Sat, 09 Aug 2003 18:09:58 GMT

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---

that model needs work.

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Crimson](#) on Sat, 09 Aug 2003 18:27:30 GMT

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Hey, why don't you focus on how cool the dogs are, kthx.

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Renx](#) on Sat, 09 Aug 2003 18:38:56 GMT

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PsychoArmyRenxI've heard alot of things about dogs in renegade and I have a few question about yours.

This is classified as an infantry right?(i know thats a dumb question, but sumone acually suggested making the dog a vehicle).

Are the leg movements animated?

How does it's attack work? what type of weapon is it?

Do they bark?(lol, just want to know)

What is there purpose in your mod? Will they be able to detect spies(if there is spies in your mod, i havent really looked into your mod yet.)

Yes its infantry, i made new chracter skeleton and aniamtions which means it does have moving aniamtions, not all the aniamtions have been done yet. It will be fully aniamted like a character when its done.

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At the moment we have a few sounds for it so yes its does bark.

Its for ww2 warpath, i think they will just be killnig people in the mod

thanks. But what I meant by the animated question(my bad, i should of worded it better), is will the legs be moving all the time, or will it be normal, as in when you press forward the legs move. But I think the new skeleton part meant yes, i think.

1 more question: Why are the dogs only going to be AI? (my guess is it's either impossible, or to keep the games from turning into "dog wars")

Once again, Great Work

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Subject: WWII Warpath presents : Working Attack Dogs! By PsycoArmy

Posted by [Halo38](#) on Sat, 09 Aug 2003 18:43:45 GMT

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ROFL.... EXCELLENT

So much goes on in Warpath that not even the team members know of LOL

I wonder how many more secrets we have.....

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Subject: WWII Warpath presents : Working Attack Dogs! By PsycoArmy

Posted by [CNCWarpath](#) on Sat, 09 Aug 2003 19:15:39 GMT

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I am genocide, Manager of the Warpath, yes thats right..they work and their fantastic..we will be scripting all new sounds for their deaths and attack sounds to...expect all new things to be implemented into Renegade..

Please stay focused on our mod instead of Renalert , due to this is a Warpath production, Thankyou.

Keep Em Comin'

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Aircraftkiller](#) on Sat, 09 Aug 2003 20:36:56 GMT  
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maytridyHoly shit! Sweet!

And Ren Alert didn't even think it was possible.....LOL.

Can we see a video?!

We never said it wasn't possible.

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [maytridy](#) on Sat, 09 Aug 2003 20:43:04 GMT  
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---

AircraftkillerWe never said it wasn't possible.

Hmmm.....really? Because this is copied straight out of the Ren Alert FAQ:

Q: Where are the dogs?

A: There will be no dogs, period. Although we too would like to play as a dog, it is impossible with the Renegade game engine, so please stop asking about it.

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [TheMouse](#) on Sat, 09 Aug 2003 21:03:34 GMT  
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---

AircraftkillermaytridyHoly shit! Sweet!

And Ren Alert didn't even think it was possible.....LOL.

Can we see a video?!

We never said it wasn't possible.

umm... i hate to argue but i think that you did...

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Aircraftkiller](#) on Sat, 09 Aug 2003 21:09:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Where did \*I\*, specifically, say it was impossible? Lefthanded, who wrote that FAQ, knows nothing about Renegade's engine. He was basically speaking out of his ass and never asked Dante or

myself about it.

---

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [TheMouse](#) on Sat, 09 Aug 2003 21:14:58 GMT

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---

maybe \*you\* specifically didn't state that but the part of the \*team,\* who was speaking for all of you, said that it wasn't possible. and in your first post, you said AircraftkillerWe never said it wasn't possible

so therefore, you as a team said it wasn't possible, but you as a person didn't.

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [CNCWarpath](#) on Sat, 09 Aug 2003 21:25:28 GMT

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Listen, Ack i see your point and ok whatever...lets just get on with life here..all of us, This is about warpath in the First place and is not a thread about Wars of the mods.

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [TheMouse](#) on Sat, 09 Aug 2003 21:28:42 GMT

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---

i agree. btw, the dogs look excellent!

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [CNCWarpath](#) on Sat, 09 Aug 2003 21:35:54 GMT

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---

Infinintway cool

hey will it work like you buy an attack dog and thay go hunt down the enemy or thay ramdomly spawn at the kennel?

Ill Release that for Stalingrad, they will be Neutral so they will attack both teams, and possibly even each other.

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Wild1](#) on Sat, 09 Aug 2003 23:41:29 GMT

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Yes! A redo of Staligrad, with dogs!

---

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [General Havoc](#) on Sun, 10 Aug 2003 00:33:27 GMT

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---

Lefty wrote it. I sent him some info on the their script to add to the FAQ as the stuff about the their in the FAQ is slightly wrong. Hope he updates it to make it clearer (I PMed you lefty on this forum).

The dogs thing are possible so he could alter that question to say it is possible and may be a future addition and not that it beyond the limits of the engine.

The third thing was the dual guns that tanya has. He may want to write that it will be in a future addition as it is possible as proved here by NeoX. Taximes said he was willing to give it a go as well for the mod.

---

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Cebt](#) on Sun, 10 Aug 2003 01:20:14 GMT

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hey lookin good i wonder why anyone never thought of custom char animations in the first place (hey dont look at me i never did too)

lol i also just realized that the dog looks like one of the rotten dogs from the resident evil movie

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Skier222](#) on Sun, 10 Aug 2003 01:42:13 GMT

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---

Cebt lol i also just realized that the dog looks like one of the rotten dogs from the resident evil movie

u mean Dobermans?

yea it just so happens Dobermans look alike :rolleyes: :rolleyes:

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Cebt](#) on Sun, 10 Aug 2003 02:12:39 GMT

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hey ok good word again

what am i a dog expert?

---

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [PsychoArmy](#) on Sun, 10 Aug 2003 09:12:45 GMT  
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---

Heres a rough screen of one of the dogs scratching itself while i snip them

Another screen showing one of the runnig aniamtions whiles i snipe them

Me as a dog again, after i used the attack (but u will not be able to do so) and 3 other dogs looking at me

Like genocide said they will be just running around, but maybe in the finished product we might have some cool way to buy them so then they can hunt down and kill players or other dogs.

For the last time you will not be able to be a dog. We are human therefor we will only play as human.

PsychoArmy

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [PsychoArmy](#) on Sun, 10 Aug 2003 09:24:58 GMT  
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---

by the way u mgiht be ableto play as dogs on one of my mods, if i do do it that means ill make first view for it so .

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [Dante](#) on Sun, 10 Aug 2003 09:29:29 GMT  
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---

awesome work, always knew it could be done, just no one ever listens to the white boy :/

truly wonderful to see you coming out with new stuff all the time PsychoArmy

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy  
Posted by [CNCWarpath](#) on Sun, 10 Aug 2003 11:02:36 GMT

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Yay! , my flea scratching animations! , nice work coming along me and psyco are covering errors and you will be seeing the final version, on the battlefield!

For those who dont know, the website is in my Signature.

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsycoArmy  
Posted by [PsycoArmy](#) on Sun, 10 Aug 2003 11:19:24 GMT

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---

Oh yeh genocide made the scratching animation lol, nice job dude.

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsycoArmy  
Posted by [Halo38](#) on Sun, 10 Aug 2003 13:51:33 GMT

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---

Hmmm, Attack Dogs, Duel weapons.....GO WARPATH TEAM!

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsycoArmy  
Posted by [maytridy](#) on Sun, 10 Aug 2003 14:35:49 GMT

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Quote:Hmmm, Attack Dogs, Duel weapons.....GO WARPATH TEAM!

Ummm, the Dual Weapons were done by Neox, mostly for Modern Warfare.

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsycoArmy  
Posted by [forsaken](#) on Sun, 10 Aug 2003 17:01:42 GMT

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---

aw, you couldn't make the dog an extra for infatry?

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsycoArmy  
Posted by [Halo38](#) on Sun, 10 Aug 2003 19:22:56 GMT

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maytridyQuote:Hmmm, Attack Dogs, Duel weapons.....GO WARPATH TEAM!

Ummm, the Dual Weapons were done by Neox, mostly for Modern Warfare.

---

He is still part of the Warpath Team....

---

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Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy

Posted by [NeoX](#) on Sun, 10 Aug 2003 20:06:48 GMT

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---

maytridyQuote:Hmmm, Attack Dogs, Duel weapons.....GO WARPATH TEAM!

Ummm, the Dual Weapons were done by Neox, mostly for Modern Warfare.

It was for the entire community but for now i will keep it for Warpath and Modern Warfare and if RenALert would like it to make Tanya look proper the them.

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy

Posted by [Infinint](#) on Sun, 10 Aug 2003 22:44:04 GMT

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---

hey im on warpath and no ones asked me to do anything yet?!?

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy

Posted by [maytridy](#) on Mon, 11 Aug 2003 02:40:31 GMT

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Quote:He is still part of the Warpath Team....

Oh, sorry, my bad, I didn't know that he was on the Warpath team.

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy

Posted by [Skier222](#) on Mon, 11 Aug 2003 03:02:14 GMT

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CNCWarpathYay! , my flea scratching animations!

next u should making a peing animation, that would be so funny

---

---

Subject: WWII Warpath presents : Working Attack Dogs! By PsychoArmy

Posted by [Sk8rRIMuk](#) on Mon, 11 Aug 2003 11:24:38 GMT

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---

Skier222CNCWarpathYay! , my flea scratching animations!

---

next u should making a peing animation, that would be so funny

I just gotta see that

I love these dogs.... just making me want this mod more and more...

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